PROFILE

Game designer experienced at crafting intuitive
gameplay elements and creating design documents required by various departments.

Working in close collaboration with art and technical teams. Experienced with Unreal Engine, Unity and tools such as Figma, GitHub and other essentials.

Based in Martin/Bratislava (SK) and seeking appropriate positions both remote and office based.

CONTACT

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HOBBY

- Video games – sci-fi and fantasy
- Movies
- New technologies

SAMUEL GALLO
Game Designer

EDUCATION

University of Zilina
Multmedia technologies
2020 – 2021

University of Ss. Cyril and Methodius in Trnava
Digital games theory
2018 – 2020

WORK HISTORY

Qorpo - Game designer
09/2021 – current

- Responsible for designing major gameplay elements.
- Cooperating alongside the development team to implement the features.
- Working closely with the art team to maintain design vision of environments and characters.
- Creating level blockouts and iterating on them.
- Communicating with management about overall design feedback.

PROJECTS

Citizen Conflict – Qorpo (Unreal Engine 5)
Creating game design documentation, designing gameplay mechanics, characters, story.

Aneemate – Qorpo (Unreal Engine 5)
Responsible for creating game design documentation and contributing to the UI/UX.

Trade Race Manager 2 – Qorpo (Unity)
Creating game design which included mechanics, game content and economics. Responsible for UX design.

SKILLS

- Unreal Engine 5
- Unity
- Figma
- GitHub
- Redmine / Jira / Trello

LANGUAGES

- Slovakian (native)
- English (C1)